



## **The Integration of 3D Software and Fine Art**

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### **Abstract**

With fourteen years of professional experience in feature animation, I am motivated to use industry-standard 3D software to produce experimental animation derived from a traditional hand-drawn sketch. My work is a collaboration utilizing three art forms—fine art, animation and poetry, for the purposes of investigating and applying a new technique in 3D software, resulting in a non-traditional 3D animated style. The animated shorts I create feature myself as animator and director; an MSU art student; and world-renowned poet Frank Messina. The concept I am pursuing introduces 3D software to fine artists as a means to recapitulate their craft. My goal is to convey an uncommon aesthetic tone for 3D animation and develop new forms of study for fine art students. Most animation students try to recreate the standard "Pixar" style—often times with poor results, and in my estimation, places an unfortunate barrier between fine art and technical art. However, this modified approach lends itself to new perspectives for animation students as they continue to develop.

### **Biography**

Lauren Carr joins the Department of Art and Design as an Assistant Professor in the Animation/Illustration program. She has worked professionally for Disney Feature Animation, Cinesite, Sony Pictures Imageworks, and Dreamworks Animation. Some of her film projects include *Tangled*, *Meet the Robinsons*, *Chicken Little*, *X-Men United*, *Rio*, and *Ice Age 4*. Prof. Carr was a character simulation technical director at Blue Sky Studios and, prior to coming to Montclair State University, had taught for the School of Visual Arts in the Department of Computer Art, Computer Animation and Visual Effects.

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